

## ABSTRACT

A system and method for interpreting and commanding entities is provided. The system includes an entity player for invoking an entity, wherein the entity includes a plurality of methods, an entity editor connected to the entity player, and at least one control device connected to the entity player, wherein the entity player invokes the entity methods in accordance with the control device. The method includes selecting an entity wherein the entity includes a plurality of commands that are associated with the entity, and selecting at least one entity command. The step of selecting entity commands may be performed through the use of an entity editor.